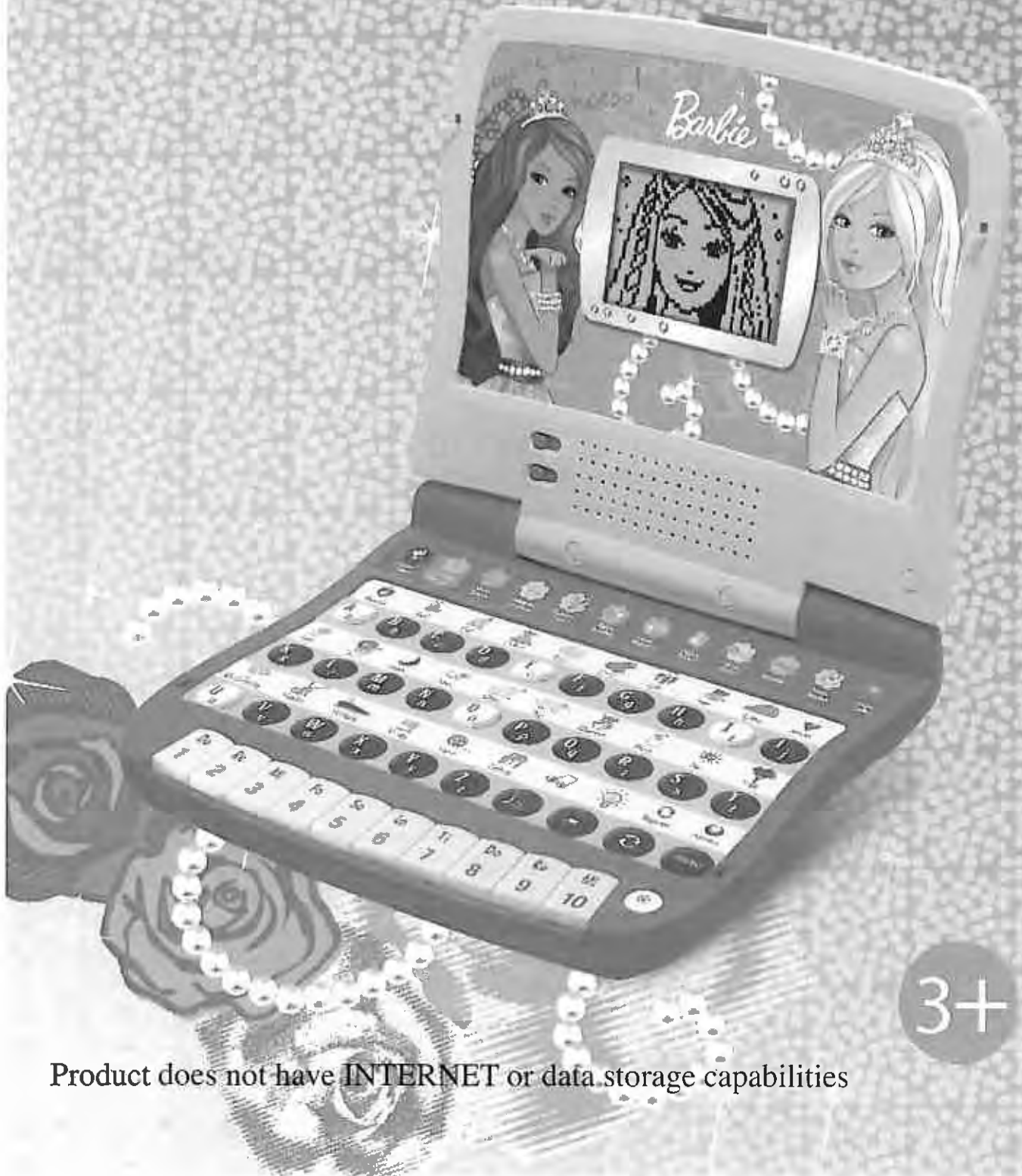


B-Bright™ Learning Laptop

Barbie™



3+

Product does not have INTERNET or data storage capabilities



Dear Parent / Guardian,
Thank you for choosing the
B-Bright™ Learning Laptop.

Designed and engineered with extreme precision, the **B-Bright™ Learning Laptop** is packed full of learning, offering stimulating games and activities that make an invaluable contribution to your child's development. The activities aim to further your child's skills in language, numbers, music, memory, and logical reasoning.

The **B-Bright™ Learning Laptop** provides a dependable and realistic introduction to computers and encourages creativity and independent learning.

Learning with Barbie™ is so much fun!

barbie.com™

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Chapter 1

About the B-Bright™ Learning Laptop

Features

The unit features 12 activities that include: the alphabet, vocabulary, vowels, numbers, counting, shapes, memory, logic, phonics, Spanish and music.

Multimedia

- Digital sound and animation

Display

- Large LCD screen
- Automatic shut-down

Interface

- Individual A–Z keyboard
- Number and music keys with flashing LEDs

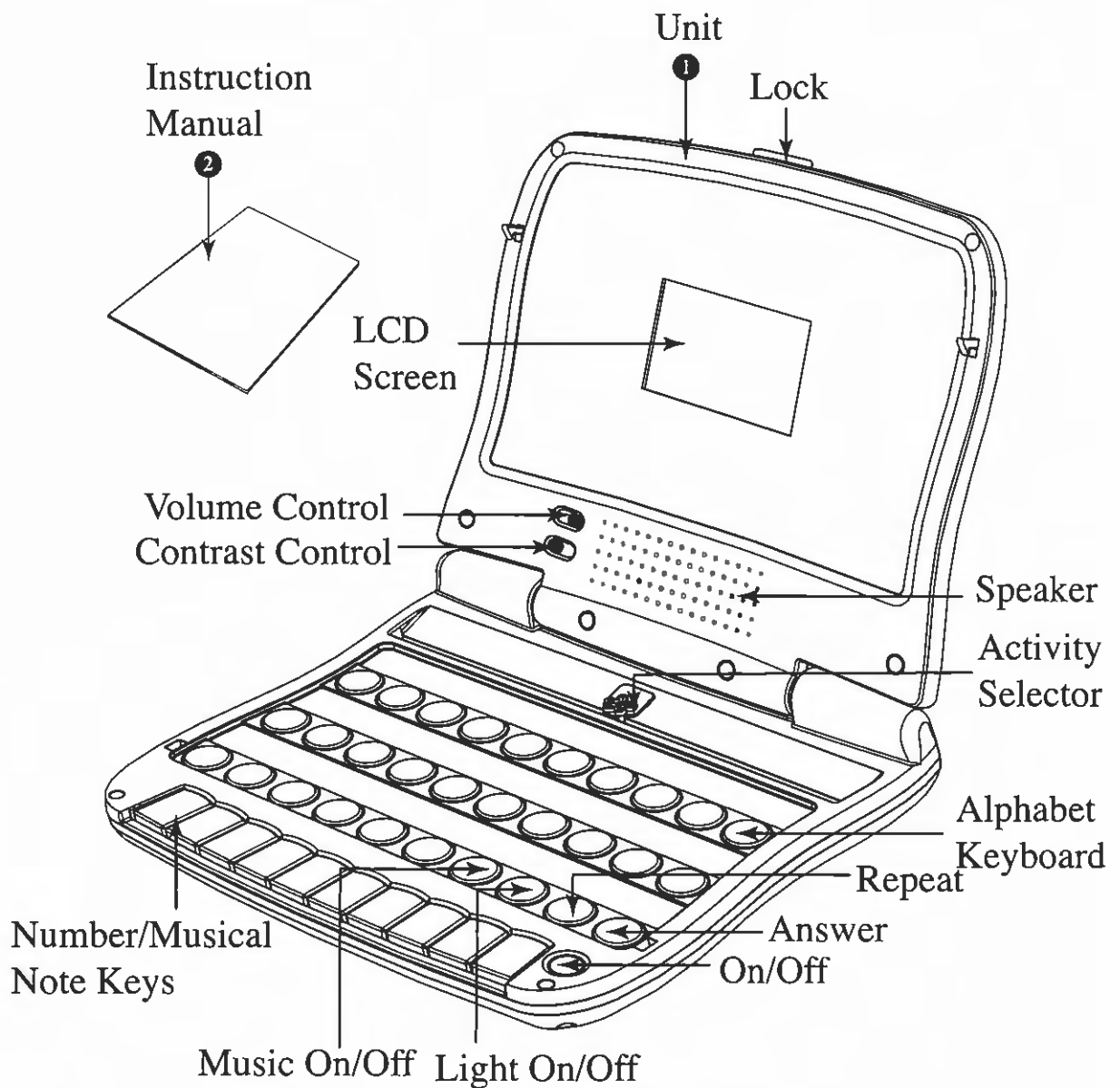
Audio

- The voice of Barbie®

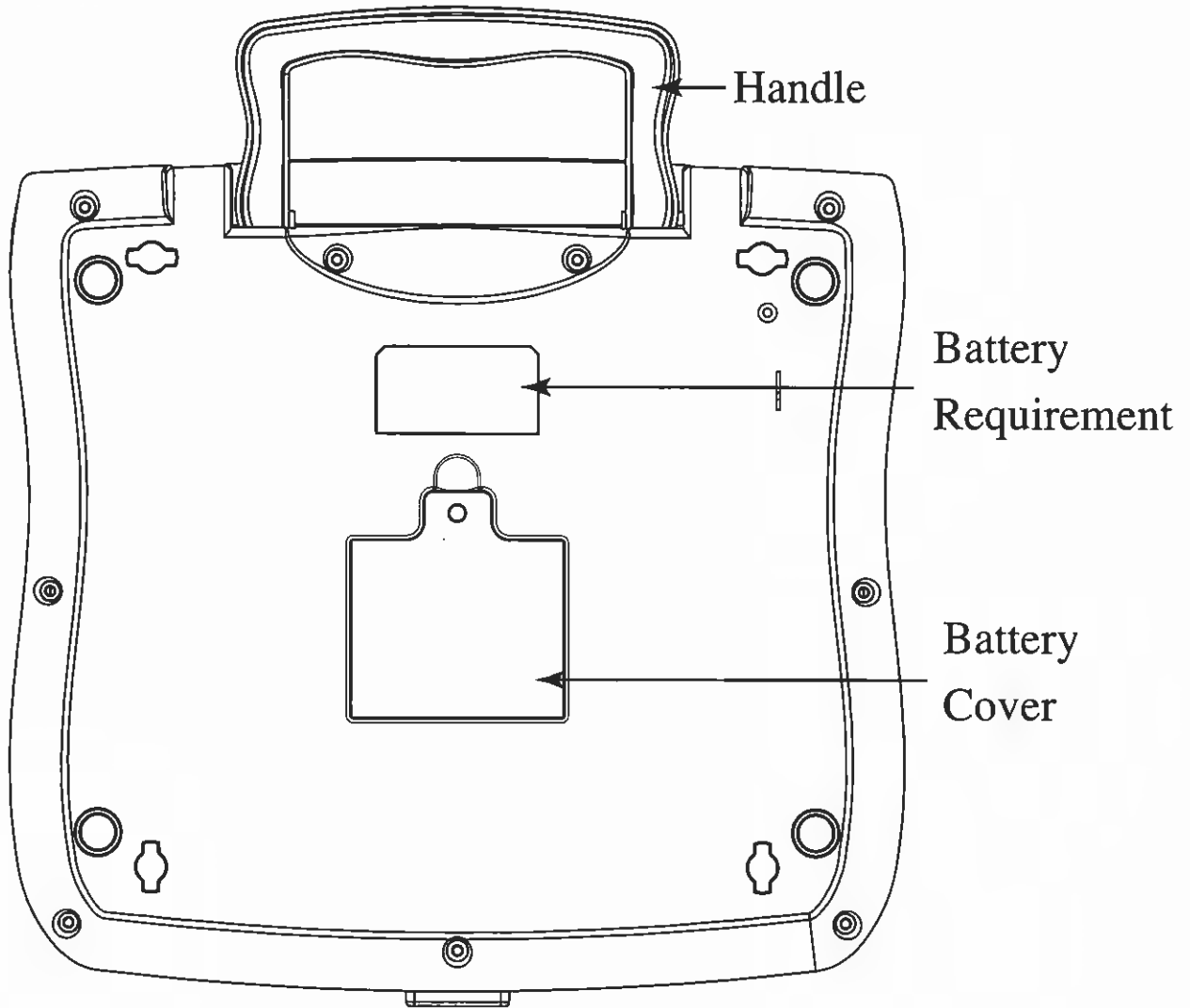
The Barbie™ **B-Bright™ Learning Laptop** is supplied with the following parts (please contact your retailer should any parts be missing):

1 - Unit

2 - Instruction Manual



Unit



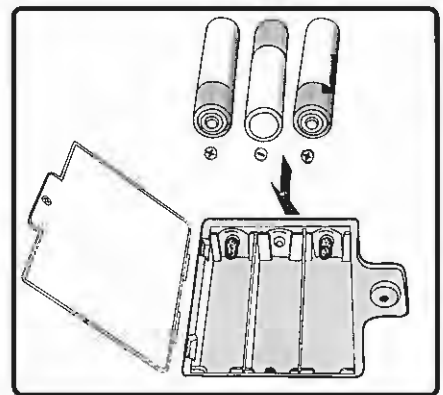
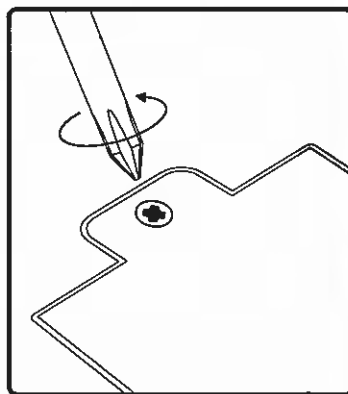
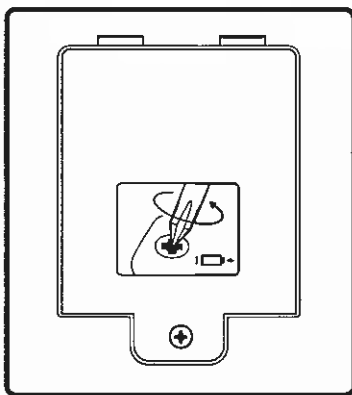
Chapter 2

Getting Started

The **B-Bright™ Learning Laptop** operates on 3 “AA” size batteries.

Battery Installation

1. Make sure the unit is turned off.
2. Using a Phillips-head screwdriver, open the battery cover at the back of the unit.
3. Insert 3 “AA” batteries (note the correct polarity: +, -).
4. Replace the cover.



Caution

- Do not mix different types of batteries or mix new and old batteries together.
- Use only batteries of the same or equivalent type as recommended.
- Remove all batteries when replacing.
- Remove batteries if the unit is not going to be used for long periods.
- Do not dispose of batteries in fire.
- Non-rechargeable batteries should not be recharged.
- Remove rechargeable batteries from the toy before charging them.
- Rechargeable batteries should only be charged under adult supervision.
- Remove exhausted batteries from the toy.
- Do not short circuit the supply terminals.

Cleaning and Maintenance

The unit should be regularly examined for damage to the enclosure and other parts. In the event of such damage, the unit must not be used until the damage has been repaired. Always disconnect the power supply before cleaning.

- Wipe the unit with a dry cloth.
- Do not get the unit wet.
- Do not dismantle the unit.

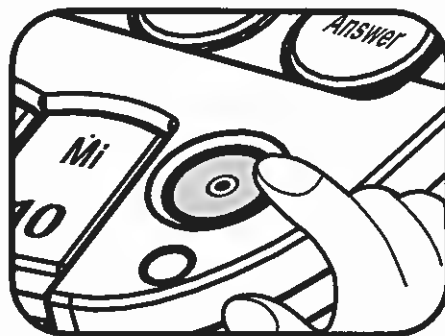
Auto-off

If there is no input on the unit for a few minutes, the unit says “Bye bye” and automatically turns itself off to conserve power. To start playing again, just press the on/off button to turn the unit back on.

Starting the B-Bright™ Learning Laptop

Open the unit by pushing in the lock (located on the front of the unit).

Turn on the **B-Bright™ Learning Laptop** using the on/off button located on the bottom right of the keyboard. At the end of a session, remember to turn off the power by pressing the same button.



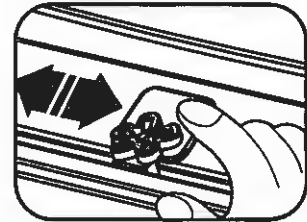
Press the on/off button

Chapter 3

Activity Rules

Selection

There are 12 fun filled activities in the **B-Bright™ Learning Laptop**. Select a game by sliding the game selector over the chosen game. A list of the games is given in Chapter 4. A game can be changed at any point by sliding the game selector to a new game.



Slide the game selector

Attempts

The player will have two attempts to answer each question correctly. After two incorrect answers, Barbie® gives the correct answer and continues with the activity. If there is no input for approximately 30 seconds, Barbie® repeats the current question for the player to make another attempt.

This feature applies to:

- I Spy
- Vowel Search
- Number Fun
- Shape Counting
- Super Memory
- Picture Perfect
- Word Marvel

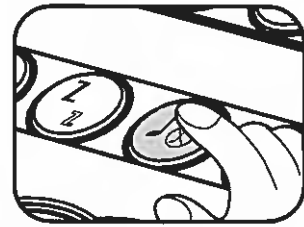
Web Codes

If a high score is achieved in an activity, a web code will be revealed. There are three web codes which can be uncovered. The three web codes act as a key to unlocking an engaging website (www.os-fun.com) where the player can continue to interact and have fun with Barbie™.

Music Maker does not reveal any web codes.

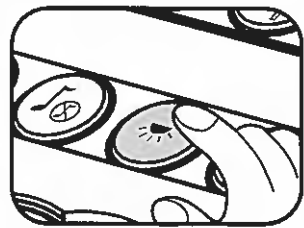
Music On / Off Button

Press the music button to turn the background music on and off (does not work for Piano Teacher or Music Maker).



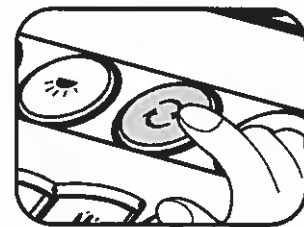
Light On / Off Button

Press the light button to turn the LCD screen backlight on and off.



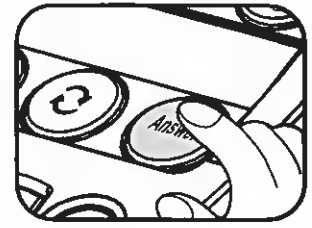
Repeat Button

Press the repeat button to listen to the instructions of an activity again. In the Music Maker activity, press this button to play back the composition.



Answer Button

Press the answer button to show the answer to a question.



This button has no function in: Letter Smart, Ballerina Numbers, Spanish, Piano Teacher and Music Maker.

Chapter 4

Activities

Letter Smart

Introduces letters and vocabulary:

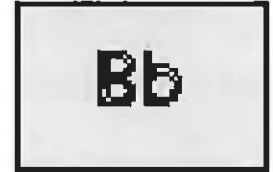
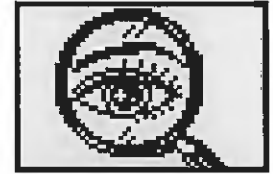
1. Select and press a letter button on the keyboard to learn a word.
2. Barbie® will say the chosen letter and then teach a word that begins with the same letter. The LCD screen will play an animation of the word.
3. Select another letter or press the same letter again to learn a different word.



I Spy

Practices letter recognition:

1. Barbie® will ask the player to look for certain letters that appear on screen. The player needs to find as many as she can before the time runs out.



2. To give an answer, press the letter on the keyboard that matches the letter on the screen.
3. When the time is up, Barbie® will say how many letters have been found.

Vowel Search

Teaches vowel identification:

1. Barbie® will first introduce the 5 vowels, the player will then be asked to identify them.

2. Next, there will be 5 exercises on short vowels to practice.

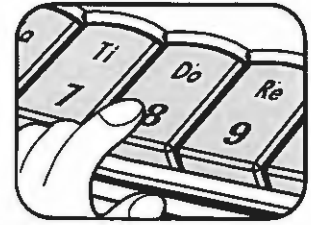


3. When the exercises have been completed, the player will be asked to identify the vowels in a word. To answer the question, press the correct vowel on the keyboard.

Ballerina Numbers

Introduces numbers and counting:

1. Select and press a number button on the keyboard.
2. Barbie® will count up to the selected number.

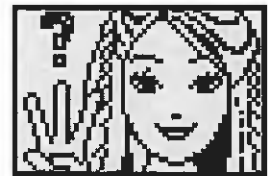


Press a number button

Number Fun

Develops counting skills:

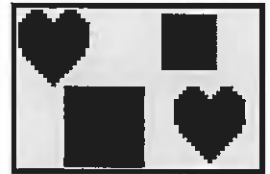
1. The player needs to count how many ballet slippers there are before the time runs out.
2. The screen will show a random number of ballet slippers from 1 to 10.
3. To answer, press the correct number key.
4. When the time is up, Barbie® will tell the player how many she got right.



Shape Counting

Develops counting skills and teaches shapes recognition:

1. Style 1: Barbie® will introduce a shape, then a number of this shape will appear on screen one by one. The player is asked to count them and press the correct number button to answer.

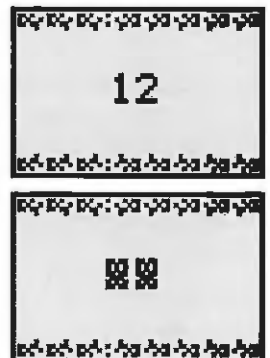


2. Style 2: the shapes will appear in different sizes. Remember, shapes are still shapes no matter the size.
3. Style 3: a mixture of different shapes will be shown. Listen carefully to Barbie® to see which shapes are to be counted.

Super Memory

Develops memory and character recognition skills:

1. A sequence consisting of 2 numbers will appear on screen. Memorize the sequence before it is covered up.
2. Repeat the sequence by pressing the number keys in the correct order.



3. If the sequence is inputted correctly, then a new sequence with an extra number will be displayed (up to 7 numbers).

Picture Perfect

Develops letter and number recognition, as well as skills for logical reasoning:

1. Five characters (numbers, upper case or lower case letters) will be shown on screen.

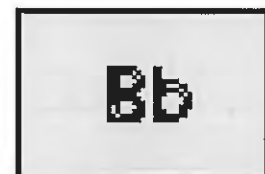


2. Pick out the character that is different from the others by pressing the button corresponding to that character.

Word Marvel

Teaches vocabulary through word patterns, sounds and rhyming words:

1. A word stem is shown on screen and Barbie® will teach the player how it is pronounced.



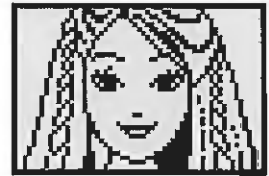
2. Press any letter to try and form a word using the selected letter and the word stem.

3. Once 5 words have been made, Barbie® will choose a word to spell out.
4. Press the correct letters on the keyboard to spell it out correctly.

Spanish

Introduces shapes and counting in Spanish:

1. Press a number key.
2. The number will appear on screen and Barbie® will say it in English first and then Spanish.
3. Press the same number key a second time and a corresponding number of shapes will appear.
4. Barbie® will count how many shapes there are in Spanish.



Piano Teacher

Develops listening skills and ability to follow instructions:

1. Press a number button to choose a melody to listen to.

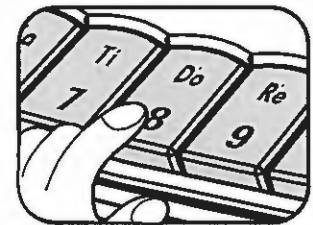


2. When the melody has finished, follow the letters, numbers or notes on screen to play along.

Music Maker

Develops creative music skills:

1. Press the note keys to compose a melody. Press letters for silly sounds.
2. To listen to the melody again, press the repeat button to hear it played back.



Press a
note key

Chapter 5

Troubleshooting

Developing learning products is a responsibility that we at Oregon Scientific take very seriously.

We make every effort to ensure the accuracy and appropriateness of the information which forms the value of our products. However, errors can sometimes occur.

It is important for you to know that we stand behind our products and we encourage you to contact our Technical Support Team with any problems and/or suggestions that you might have. Our Technical Support Team will be happy to help you.

Before contacting an authorized service representative at 1-800-853-8883, carry out the following simple checks. It may save you the time of an unnecessary service call.

No display

Are the batteries installed properly?

Do the batteries need replacing?

Black-out screen or abnormal display

Disconnect the power supply by removing the batteries for at least 10 seconds before connecting the power supply again.

Black-out screen or abnormal display

Disconnect the power supply by removing the batteries for at least 10 seconds before connecting the power supply again.

In an environment prone to static discharge, the unit may malfunction.

To reset, remove batteries or disconnect the adaptor for at least 10 seconds before connecting the power supply again. Conforms to safety requirements of ASTM F963, EN71 Parts 1, 2 & 3 and EN62115.

In an effort to continually improve our products, the actual screen display on the product may differ slightly from the diagrams shown.

Please retain this manual for future reference.

Oregon Scientific, Inc.

19861 SW 95th Ave

Tualatin, OR 97062, USA

Hotline: 1-800-853-8883

Service: www2.oregonscientific.com/service

Website: www2.oregonscientific.com

Warning:

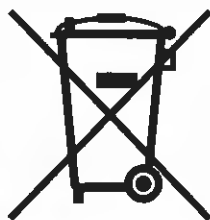
Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

- There may be small parts that can cause abuse and/ or damage to the unit.
- Not suitable for children under 3 years.

NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



DISPOSAL

Do not dispose of this product as unsorted municipal waste.

Collection of such waste separately for special treatment is necessary.

